

Recommended Path - Games & Emerging Media

Tech. Dev. & Programming

Design, Writing & Culture

Freshman

GAME 101 Introduction to Games
 CMPT 120 Introduction to Programming
 MDIA 103 Digital Toolbox
 CMPT 220 Software Dev I
 MATH 205 Discrete Math or PHYS 211
 General Physics I

First-Year Seminar, Writing requirement,
 Philosophy 101, and other core classes

GAME 101 Introduction to Games
 CMPT 120 Introduction to Programming
 MDIA 103 Digital Toolbox
 MDIA 110 Introduction to Design and/or
 MDIA 101 Introduction to Media Studies

First-Year Seminar, Writing requirement,
 Philosophy 101, and other core classes

Sophomore

CMPT 221 Software Dev II
 CMPT 230 SW System & Analysis
 MDIA 210 Interactive Media I, MDIA 314
 Game Design I, and/or MDIA 410 Game De-
 sign II
 MATH 205 Discrete Math or PHYS 211 Gener-
 al Physics I
 GAME 201 or GAME 202 or Employment
 Practicum
 Core classes as needed

MDIA 210 Interactive Media I
 MDIA 314 Game Design I
 MDIA 201 Writing for Media
 CMPT 220 Software Dev I
 GAME 201 or GAME 202 or Employment
 Practicum
 Core classes as needed

Junior

CMPT 414 Game Programming I
 CMPT 306 Data Comm or CMPT 308 Data Manage-
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 MDIA 316 Ethics and Gaming
 MDIA 210 Interactive Media I, MDIA 314 Game De-
 sign I, and/or MDIA 410 Game Design II
 ART/MDIA 431 3D Modeling
 GAME 301 The Business of Games
 Another concentration elective
 GAME 201 or GAME 202 or Employment Practicum
 Core classes as needed

CMPT 221 Software Dev II or CMPT 414 Game
 Programming I
 MDIA 316 Ethics and Gaming
 MDIA 410 Game Design II
 MDIA 313 Storytelling Across Media and/or MDIA
 310 Interactive Media II
 GAME 301 The Business of Games
 ART/MDIA 431 3D Modeling
 GAME 201 or GAME 202 or Employment Practicum
 Core classes as needed

Senior

CMPT 415 Game Programming II
 ART/MDIA 432 3D Animation
 Two concentration electives
 1 additional Design course if needed
 GAME 480 Game Studio
 GAME 481 Capping
 Core classes as needed

CMPT 221 Software Dev II or CMPT 414 Game Pro-
 gramming I
 GAME 401 Human-Computer Interaction
 ART/MDIA 432 3D Animation
 MDIA 311 and/or another concentration elective
 1 additional Technical Development course if needed
 GAME 480 Game Studio
 GAME 481 Capping
 Core classes as needed